

--In Fig.3 is schematically shown the realization of method and device at playing the game in the form of races of space vehicles having various technical characteristics;

Fig. 4 corresponds to Fig. 3 at game event registration by the space vehicle, which is the fastest to reach the game assessment means, for example the planet;

A2 Fig. 5 corresponds to Fig. 3 at game event registration by the space vehicle, which is the fastest to reach the game assessment means, for example the space waste and its capturing by the space vehicle;

Fig. 6 corresponds to Fig. 3 at game event registration by the space vehicle, which has gone the longest distance to the game event assessment device;

Fig. 7 corresponds to Fig. 3 at game event registration by the space vehicle, which has gone the shortest distance to the game event assessment device; and

In Fig.8 is schematically shown the realization of method and device at playing the game in the form of moving objects accidental hit of the space vehicle's surface game fields, in which the outer surface of the space vehicle are used as the game event assessment means and the movable objects randomly moving in cosmic space are used as the game elements, registration of a game event occurrence is being effected when a movable object hits a game field. --

In the Claims:

Please amend claims 2, 4 and 11 by substituting the like numbered claims presented hereinbelow. A mark up sheet showing